Quest for the Crown 2

# C:\Users\Diogo\Downloads\boxart.png

# Game Definitions

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| **Version** | **Date** | **Comments** |
| V 0.1.0 | 29/06/2013 | Initial Version |
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# Introduction

## About the Game

Quest for the Crown will be a adventure/exploration game, based on some of the oldest Zelda games. The whole game will be made using C# and MonoGame.

## Basic Story

In a distant past, the sacred crown of the kingdom was stolen by an Evil Wizard. At the time, the prince took the responsibility of saving the kingdom for himself, and armed with his trusty sword and a lot of courage, he went on an adventure to save the crown and the kingdom. After he got the sacred artifacts and saved the crown. As time passed and his father died, he became king and started an age of prosperity for the kingdom.

Now, 100 years after this first adventure, a cult has stolen the crown and abducted the king, descendant of the old hero, to try to resurrect the evil wizard. Now, the fate of the kingdom rests on the shoulders of a simple knight, who took the responsibility to save the kingdom for himself!

## Feature Descriptions

The game will be implemented in an iterative way, where the next step will only be implemented after the last step is fully implemented, tested, and deemed stable. Those iterations start specific enough to make sure we can keep our way, but from the third one on, are open enough to accept new implementation ideas.

In the most basic scenario, the prince will have one weapon, his sword, and has to kill a few enemies on the screen. He can also transverse a few sceneries (from the first game, not counting the dungeon), killing two or more types of enemies.

After this basic feature is done, the next part is creating a dungeon, with a weapon (bow and arrow), one life power up and pickup, new enemies, puzzles and a boss character. The player can also explore new areas of the world.

The third iteration consists of the final boss tower. There will be different puzzles, new areas and probably a new weapon for our hero.

The fourth iteration are some ideas, but most of them are crazy. Also, would be cool.

# Game Features

The game features are listed here, ordered by priority. Smaller priority values mean more important features.

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| **Feature** | **Description** | **Priority** |
| Player movement | The player can move on the screen. | 1 |
| Player attack | The player can attack enemies. | 1 |
| Basic enemy | Basic enemies to be attacked. | 1 |
| Title screen | Game title screen with game name and author. | 1 |
| Game Over Screen | Game over screen. | 1 |
| Basic GUI | Shows player name and health. | 1 |
| Location change | Player movement to other maps. | 1 |
| Different enemies | Enemies with different forms/ways of attacking the player. | 1 |
| First Dungeon | Basic dungeon, with at least a few rooms and puzzles. | 2 |
| Weapon: Bow | New weapon, bow. It will launch projectiles that run the screen until they hit a wall or an enemy. | 2 |
| Pick Up: Arrows | Arrow pick up and GUI element. The player cannot use the bow if he has no arrows. | 1 |
| Pick Up: Life | Will allow the player to restore one life unity. | 1 |
| Power Up: Life | Will add one unity to the player’s life. | 2 |
| First Boss | Boss character, easier to defeat using the bow. | 2 |
| Long distance enemies. | Enemies that can attack from a long distance. | 2 |
| Controller support | Xbox 360 controller support. | 1 |
| Sound Effects | Basic sound effects – Pickup, attack, enemy hit, player hit, maybe ambient sounds. | 1 |
| Title Screen Upgrade | Add New Game, Load Game (Optional, if can be easily done), How to Play and Exit Game to the title screen | 1 |
| Save/Load Game option | Create a Save/Load game option. The enemies and areas may be reset, but at least boss data, weapon data and dungeon complete data may be saved. | 2 |
| Second Dungeon | Bigger dungeon, with more puzzles and keys. | 3 |
| Stronger enemies | Enemies that need more than one attack to be killed. | 3 |
| Weapon: Bombs | Bombs will kill every enemy on its blast radius, and can open hidden rooms. | 3 |
| Second Boss | Game final boss. | 3 |
| Procedurally generated Caves | Will have enemies and at least one treasure. | 4 |
| Random Events | Can give the player more items, or power ups. | 4 |
| Power up: Extra arrows | Allows the player to carry more arrows. | 4 |
| Power up: Extra bombs | Allows the player to carry more bombs. | 4 |
| Pick up: Money | Money, to be used as points or to buy items. | 4 |
| Store | Store, can be used to buy Power ups and refills, use money. | 4 |
| Cut scenes | Tell the player the game story. | 4 |
| NPCs | Can interact with the player. | 4 |
| Towns | Where the player can buy things and talk to NPCs. | 4 |
| Rebalancing | Game rebalancing, testing the enemies new abilities and where they are placed. | 5 |
| New features | Study new features. | 5 |

# Characters

The game will initially have the main character and one basic type of enemy, with more types being added on the next iterations.

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| **Name** | **Appearance** | **Description** | **Alignment** |
| The Knight | K | You, the main character. | Good |
| Slimes | o | Most basic, weak, puny enemies. | Evil |
| Goon | 8 | Still weak, but faster than the slime. Now they can throw javelins at you. | Evil |
| Bat | ~ | Weak but very fast. | Evil |
| Vermin | OOOOOOOOOO | Big vermin, can split itself if hit. | Evil |
| Evil Wizard | W | The most evil, cruel last boss ever. Teleports and throws fireballs at you. | Evil |

# The World

## Basic Description

The initial game world consists of nine areas, from the first game. Each area has one of five themes: Field, Cave, Beach, Temple and Boss. There are three field locations, two cave and temple locations, and one beach and boss location. The World is basically divided as follows:

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| --- | --- | --- |
| [1] | [2] | [3] |
| [4] | [5] | [6] |
| [7] | [8] | [9] |

Where Green represents fields, Red represents caves, Yellow represents beach, Blue represents temple and Black represents boss. Also, note that not every area is connected with all of its adjacent areas. Area 9, for example, is only connected with area 8, while area 7 is only connected with area 4.

## Areas Details

In this session, each area will be descripted, according to the following legend:

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| --- | --- |
| **Symbol** | **Meaning** |
| S | Character starting position |
| # | Wall |
| o | Slime |
| B | Goon |
| O | Vermin (part) |
| W | Evil Wizard |
| ~ | Water |
| L | Locked Door (must defeat all enemies to open) |
| G | Non-walkable grid |
| D | Item: Bow. |
| + | Pickup: Health |
| = | Pickup: Arrows |
| 1 | Dungeon 1 Entrance – Beach cave |
| 2 | Return to world map: Dungeon 1 Entrance |

## World map

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| --- | --- |
| Area 1 | Field |
| ################################################################################  #  # o  # o  #  #  #  #  #  #  # o o  #  #  #  #  #  #  # o  # o  #  #  #  # # | |
| A very simple starting area, very open so the player can move freely, and with a few enemies, so the player can get a bit of combat practice. May have a tutorial, NPC or cutscene on future iterations. | |

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| Area 2 | Field |
| ################################################################################  ######################################################  #############################################  #####################################  ################################  o #######################  o ################  #########  #####  o ######  o ####  o #####  #####  ####  #####  o ######  o o    #################  ###########################  ####################### ###################################  ############################## #######################################  ##################################### ######################################### | |
| This area is the frontier between the fields and the caves and the temple. A bit more closed, but still pretty open, and still with few enemies. A bit harder than the first area. | |

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| Area 3 | Caves |
| ################################################################################  ######## o #############  ####### o ############  ##### o ########################### #############  #### ########################### #############  ##### o ########################### #############  #### ############################o ############  ### o ############################ #############  ### o ############################# ############  ##### ########################### ############  ############# ########################################### ################  ############# ########################################## #################  ########## ################################### o #######  ######## ################################# ######  ######## ##################################### o #####  ######## ##################################### #####  ######################################## o o ######  ######################################### #######  ############################################################ ################  ##################################### ############# ################  ##################################### ## #################  ##################################### ######## o ##################  ##################################### ######################################### | |
| A bit more closed than the field, and with a lot more enemies, the player will have to take care so he’s not ambushed by an enemy on any of the corridors. This area may have a random entrance to one of the procedurally generated levels, on a future iteration. | |

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| Area 4 | Field |
| # #  # #  #  # o ##  # ## ## #  # ## o #  # #  # ## #  # ## #  # o #  # o #  # #  # o ## o #  # ## #  # #  # #  # ## o o #  # ## #  # ## #  # ## ## o #  # ## #  # #  # # | |
| An open field, with a few obstacles, and a few enemies. Still pretty open, may house an secret entrance on future iterations. | |

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| Area 5 | Temple |
| #################################### #########################################  #################################### #########################################      #################################### #########################################  #################################### #########################################  # #  # #  # 8 8 8 8 #  # #  # o o o o #  # #  # 8 8 8 8 #  # #  # o o o o #  # #  # 8 8 8 8 #  # #  # o o o o #  # #  #LL## #  # #############################################################################  # ############################################################################# | |
| Temple entrance, heavily guarded. The player must defeat every enemy before he can go forward. | |

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| Area 6 | Caves |
| #################################### ##########################################  #################################### ##########################################  ############################### #########################################  ############################### ########################################  ##### ############################## ########################################  ###### ############################ ########################################  ###### ################  ##### #######  ##### ########  #### 8 ########  #### 8 ########  ### o ########  ### ########  #### #######  #### #######  ##### o o #########  ###### ##########  ######## ###########  ############ ################  ################## 8 #####################  ########################### ###############################  ################################################################################  ################################################################################ | |
| Simple and open cave. May house a dungeon entrance on future iterations. | |

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| Area 7 | Beach |
| # #  # #  # ##  # ##  # # #  # # ##  ## ###### ###  ### ###### ##  # ##11## ###  # ##  ## ##  ## #  ### ##  ### ###  ## # # ###  ### ##  ### ###  ### ####  ## ####  ## ##  ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~  ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~  ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~ | |
| Calm beach with only one enemy. May house a dungeon entrance on a future iteration. | |

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| Area 8 | Temple |
| # #############################################################################  # # # # 8 o #  # # ###### # ####### # 8 8 o #  # # # # # # # # # ########################### ##################  # # # ## # # # # # # o o #  # # ## # # # # # #o # ############################################  # # # # # # # # o o #  # # 8 # # # # ########################################### #  # # # # ##### # # 8 # o 8 #  # # ## # # # # # ######################################  # # # # ##### # # # # 8 #  # # ## # 8 # # o# ######### # ############# ############  ####### # # # # # # # # o  # 8 # # # # # # ######### # ###################  ######## ###### # # # 8# # 8 # # o # ####  # # # # # # # # ################## # # #  # ############# # # # # # ##### # # # #  # o # #### ### ##### # # # # # # # #  ############# ##### # o # # # ############ ######### # # #  # # # 8 # # # o # # #  # ############# # # #################### ########################## # #  # 8 # # o #  ################################################################################ | |
| A labyrinth, the objective of this part is to make the player think about the different ways he can get to the exit, and find a way that better fits his objectives, be it fight with less or more enemies. There are multiple way outs. | |

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| Area 9 | Temple |
| ################################################################################  # #  # #  # #  # #  # #  # #  # #  # #  # #  # #  #### #  W #  #  #### #  # #  # #  # #  # #  # #  # #  # #  ################################################################################ | |
| Boss battle. Open area, may be decorated or change places on future versions. | |

## Dungeon 1 – Beach Caves

The beach caves are a short, easy dungeon, where the player can get the bow. There are a few grids where the player cannot walk into, but his arrows can go through. The boss is a giant worm inside a cage, with fixed patterns.

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| [3] | [5] |
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| Area 1 | Dungeon |
| ##################################### #########################################  # #  # #  # #  # #  # #  # ^ ^ #  # #  # #  # #  # #  # #  # #  # ^ #  # #  # #  # ^ ^ #  # #  # #  # #  # #  # #  #####################################22######################################### | |
| Initial area, a few bats. | |
| Area 2 | Dungeon |
| ##################################### #########################################  # G #  # G #  # G #  # B G #  # G #  # G #  # G #  # G #  # B G #  # G #  # B G  # G  # B G #  # G #  # G #  # G #  # G #  # B G #  # G #  # G #  # G #  ##################################### ######################################### | |
| At first, the player may be confused by this part. The grids can only be passed by arrows. | |

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| Area 3 | Dungeon |
| ################################################################################  # #  # #  # B #  # #  # #  # #  # GGGGGGGGGGGGGGGGGGGGG #  # G G #  # B G G B #  # G D G #  # G G #  # G G #  # G G #  # G G #  # G G #  # B G G B #  # G G #  # G G #  # G G #  # G G #  # G G #  ##################################### ######################################### | |
| Here, the player gets the bow, and may experiment with shooting past the grids. | |

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| Area 4 | Dungeon |
| ##################################### #########################################  # G #  # G #  # G ^ #  # B G #  # G ^ #  # G #  # G #  # G ^ #  #GGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGG #  # ^ #  ^ #  #  # ^ #  #GGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGG #  # G #  # G ^ #  # G ^ #  # B G #  # G #  # G #  # G #  ################################################################################ | |
| A bit more enemies, a few goons. Nothing too hard, but still the biggest number of enemies on the dungeon. | |

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| Area 5 | Dungeon |
| ################################################################################  # #  # #  # #  # #  # #  # #  # #  # #  # #  # #  # #  # #  # #  # #  # OOOOOOOOOOOOOOOOOOOOOOOOOOOOO #  # #  #GGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGG#  # #  # #  # #  # #  ##################################### ######################################### | |
| Boss. You must kill every part of it to defeat him. | |